

Subject Area: KS1 Computing

Question-based Learning Project	<u>Intent</u> To know..	<u>'Sticky Knowledge'</u> Interesting Facts EYFS & National Curriculum		Cultural Capital	Vocabulary
(No longer in Nursery curriculum) Nursery	- how to operate a CD player/ipad - how to use a tinker box to make technological toys work - that Google can be used to find out information about sealife, owls, wild animals - that computers need to be used safely	* <i>Your grandparents would not have had a mobile phone</i>			- computer, CD player, 'Smartie the Penguin'
Reception	- you can interact with a range of computer programs - Bee Bots can be programmed to travel around a mat - a range of technology is used in homes and at school - ways to keep safe when using a computer	* <i>The first computer was invented about 200 years ago</i>	Reception <u>Physical Development</u> - know and talk about the different factors that support their overall health and wellbeing - sensible amounts of 'screen time'		- program, mouse, keyboard, email, internet, search, click, enter, bee bot, on line safety

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Year 1	- how to give commands, one at a time.. to control direction and movement using Beebot and Scratch. - how to give a set of instructions to follow to each other, Beebot and Scratch - how to change a sequence of commands by debugging - how to save, retrieve and organise work - how to add text strings and text boxes - how to use various tools such as brushes, pens, eraser - what things count as personal information - ways that technology is used in the home - and agree to/ follow sensible online safety rules - how to seek help from an adult if they see something unexpected or worrying	<i>* Tim Burners-Lee invented the world wide web</i>	- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - create and debug simple programs - use logical reasoning to predict the behaviour of simple programs - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school		- algorithms, instruction, order, debug, program - save, retrieve, organise - safe, tell, online, adult, information
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	- how to use safe search filters on age appropriate websites		- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies		- Google, search engine, keyboard, email, internet
Year 2	- how to give commands one at a time to control direction and movement using Turtle including straight, forwards, backwards, turn - how to control the nature of events including repeat, loops, single events and add/delete features - how to give a set of instructions to follow and predict what will happen (to each other and Turtle) - how to improve and change their sequence of commands by debugging - how to use software (Turtle	<i>* Larry Page and Sergey Brin invented Google in 1998.</i>	- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions - create and debug simple programs - use logical reasoning to predict the behaviour of simple programs		- algorithms, instruction, order, debug, program turn, left, right, clockwise, anti clockwise, blocks, sequence, project, repeat, invisible, grow, shrink - software, record, save, retrieve and organise

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	logo/Scratch) to record sounds - how to change sounds recorded in Turtle logo/Scratch - how to save, retrieve and organise work - how to add text strings, text boxes, show and hide images, manipulate features, use various tools such as brushes, pens, erasers, stamps, shapes and set the size/colour of shapes - ways that technology is used in the home and the community - how to use links to websites to find information - how to use safe search filters on age appropriate websites - and agree to/ follow sensible online safety rules		- use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school - use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.		- filter, google, search engine, image, keyboard, email, internet, subject, address, communicate, sender, safe, secure - reliable, trusted, safety, personal, safe, share, stranger, danger, internet
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	- how to seek help from an adult if they see something unexpected or worrying - how to identify what is appropriate and inappropriate behaviour on the internet - how to safely close and open applications, and to log on and off from websites				
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